



Daniel McGhee, Secretary

Daniel McGhee has been a member of the Poarch/Atmore Community for the past eighteen years. He has served as an executive employee of the Poarch Band of Creek Indians for more than a decade in various managerial roles such as Community Relations Director, Tribal Gaming Commission Administrator, Creek Casino General Manager, and PCI Gaming Director of Entertainment and Promotions.

In an elected leadership capacity, McGhee has served almost eight years on the Poarch Band of Creek Indians' Tribal Council, bringing encouraging, inspiring, and insightful change to an already strong Tribal Government. As a member of the Council, Daniel strives to further the growth, well being, and opportunities of all Tribal members and the Poarch Community. Currently, McGhee serves on the executive branch of the council as Tribal Secretary. As Secretary, he works to ensure proper recording and accuracy of all documentation created from actions at the Tribal Council Table.

Daniel takes pride in providing quality services to all tribal members while maintaining consistency and fairness. He is currently the chairman of the Education Legislative Committee and a board member for the United South & Eastern Tribes' Education Committee. Daniel has also served on the Tribe's Pow Wow Committee, Recreation Committee, and as Chairman of the Education Committee. McGhee is an alumnus of the Leadership Atmore Program and former Vice President of Huxford Elementary PTO.

An accomplished artist and graphic designer, Daniel earned his bachelor's degree from the University of Alabama in Tuscaloosa, Alabama prior to obtaining his master's degree in Management from Faulkner University in Montgomery, Alabama. During his college career McGhee was consistently named to the President's Academic List, and inducted into the honor society of Phi Kappa Phi for his academic achievements.

Married for 14 years to his wife Jaime, Daniel McGhee is a proud and dedicated father to his four sons Brice, Xan, Daughtry, and Jamison.